

THE COUNCIL OF ADVISORS

*A game for 3-8 people.
By Jamie O'Marr*

Requires: Access to internet.

Choose one player to be Real. Everyone else will be imaginary.

The Real player makes a list of 12 great figures from history or fiction that they find inspiring.

Other players choose characters from this list. They then get 15 minutes to research them on the internet.

When research time is done, the Advisors return in character and the Real player asks them a personal question about life. The question should express something the Real player is struggling with in life. “Why is my girlfriend always mad at me?” or “How can I improve my relationship with my boss?” are better questions than abstract philosophical questions like “What is the nature of good?”

Once the question has been posed, the Council of Advisors discusses it with the Real player in character. There are no turns. Conversation should flow organically.

Play ends when everyone is bored with that discussion. Give someone else a chance to be the Real player and get advice from their own Council of Advisors.